

In the claims:

Please amend the claims as shown below:

- 5 1. (Currently amended) A method of playing a game,
comprising:
providing a first player ~~(44)~~ with a sensor ~~(30)~~ and a second
player ~~(46)~~ with a sensor ~~(32)~~ for measuring brain wave
frequencies of the players ~~(44, 46)~~;
10 the first player ~~(44)~~ rolling a magnetic ball ~~(38)~~ on top of a
playing area ~~(12)~~ in an x-direction toward the second player
~~(46)~~ when the brain wave frequency of the first player ~~(44)~~ is
being between 3-12 Hz and the brain wave frequency of the
first player ~~(44)~~ is being below a brain wave frequency of the
15 second player ~~(46)~~, the first player ~~(44)~~ increasing a
velocity of the magnetic ball by lowering the brain wave
frequency towards 3 Hz; and
the first player ~~(44)~~ rolling the ball ~~(38)~~ in a y-direction
perpendicular to the x-direction when the brain wave frequency
20 of the first player ~~(44)~~ is at least 18Hz and the brain wave
frequency of the first player is greater than the brain wave
frequency of the second player.

- 25 2. (Currently amended) The method according to claim 1 wherein
the method further comprises floating the unit ~~(38)~~ a constant
distance (D) over the playing area ~~(12)~~.

- 30 3. (Currently amended) The method according to claim 1 wherein
the method further comprises measuring theta wave, alpha wave
and beta wave frequencies of the brains of the players ~~(44,~~
~~46)~~.

4. (Currently amended) The method according to claim 1 wherein
the method further comprises the player ~~(44)~~ navigating the

unit ~~(38)~~ through a labyrinth ~~(23)~~ by moving the unit ~~(38)~~ in both the x-direction and the y-direction.

5 5. (Currently amended) The method according to claim 1 wherein the method further comprises the player ~~(44)~~ moving the unit ~~(38)~~ in the x-direction by lowering the brain wave frequency ~~(40)~~ to a value that is lower than a value of a brain wave frequency ~~(42)~~ while the player ~~(46)~~ simultaneously moves the unit ~~(38)~~ in the y-direction when the brain wave frequency
10 ~~(42)~~ exceeds 18 Hz.

6. (Currently amended) The method according to claim 1 wherein the method further comprises the player ~~(44)~~ winning the game by moving the unit ~~(38)~~ to a segment ~~(20)~~ adjacent to the
15 player ~~(46)~~.

7. (Currently amended) The method according to claim 1 wherein the method further comprises the player ~~(46)~~ losing the game by moving the unit ~~(38)~~ over an edge ~~(27, 29)~~ in the y-
20 direction.